

THBLES WATCHING CITY, IT IN

ALMOST LIKE TWO DIFFERENT

KINDS OF WATER. ADL NEW CRLEANS

WHERE MISSISSIPPS RYNS INTO

THE GYLF. PlopLE ARE SITTING

ON BOAT LOOKING AT CITY. I

PERCEIVE FIRE WORKS GOING OFF

Above CITY BYT CALL IT AOL

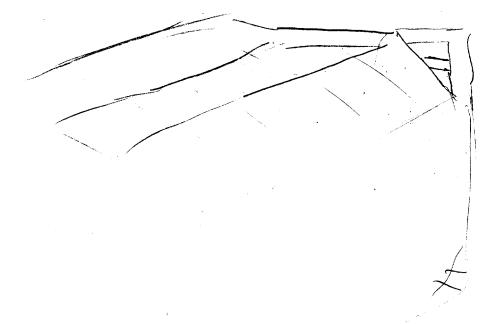
BECAUSE OF THE NEARNEN DE

UYLY 4TH,

END SITE 2400

Approved For Release 2000/08/08: CIA-RDP96-00789R000100240015-9 ENCLOSED PACK-LIKE AREA

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Building



SG1J

EtjMeadenes No monitor 0721 hrs

PI: Sleepy
Sinus
AV: Geometrical
shapes; circles,
lines.

THIS SESSION WAS PERFORMED ON A COMPUTER TERMINAL, SO IDEOGRAMS WILL NOT BE SHOWN. SKETCHES WILL BE SHOWN ON SEPARATE PAGES.

The site indicated in the envelope marked "8608 #3" should be perceivable.

a: rising smooth hard flat b: no b

CONF BREAK: both a natural and manmade feeling at the same time.

8608 #3 should be perceivable

a: rising
curving
hard
smooth
manmade
b: structure

2: brownish red red

AOL BREAK: like brick red

8608 #3 should be perceivable

a: curving hard rough b: structure

2: greenish color

AQL BREAK: vague visual of metallic rod-shaped thing.

Something of importance at site 8608 #3 should be visible

a:

miss break

Something of importance at site 8608#3 should be visible

a: across
rising
hard
smooth
rough

(stage 2)

b: structure

2: rough
hard
reddish
scraping sound
tonal grating
high-pitched ringing
pavement taste
smell

AI BREAK: really disagreeable stink!

AOL BREAK: smells like dirty pavement right after the first rain.

Thing of importance at site should be visible

a: round long black

MISS BREAK: these are stage 2's

importance of site should be visible

a: rising smooth hard b: object

TOO MUCH BREAK! with access of "object", had sudden vague visual of a hand on the object, then a sudden flood of vague visuals, sounds, smells, etc.

# Thing of importance should be visible

- a: across hard b: object
- 2: black
  hard
  metallic appearance
  "clink" sound
  cold feel (tactile)
  dry

pungent smell

AI BREAK: (or too much break) AI was a total package of sights, sounds, smells, and, this time, the emotional dislike I have for being in an arms room. Wherever this place is, I don't like it.

BREAK 0750 RESUME 0756

AV: Person of importance who seems to be a part of the police force.

#### Site should be visible

a: jerky
regular
hard
manmade
rising
b: structure

AOL BREAK: stairs

#### Site should be visible

a: soft
curving
hard
curving
b: object

S2: damp
musty smell
cool feel
quiet

AI BREAK: Foolish feeling, like "I'm here alone with this thing" ("Foolish" feeling is more of a realization that the people weren't important, anyway.)

AOL BREAK:
Logically, that
feeling gives me the
impression that I've
been incorrect by
looking for someONE
instead of someTHING.

S2:

AI BREAK:
"underground"
feeling.
AOL BREAK: like in a
basement or cave.

Interim summary (strictly an attempt to do something productive, since I can't seem to stay in structure, get any dimensionals, proceed to stage 3, etc.):

Site is a structure which has an underground feeling. Site carries impression that its primary purpose is for things (AOL, like a storage room, an arms room, etc.). Site carries an entire AI package which is disagreeable for me.

BREAK 0817

## RESUME 0840

# Purpose of site should be evident

a: rising hard smooth

b: structure

2: hollow feel metallic feel thin feel

sleek (\$4) modern (54)

cool (touch)

heavy

"immoveable" (\$4)

no taste

people sounds

jumbled junky ordered

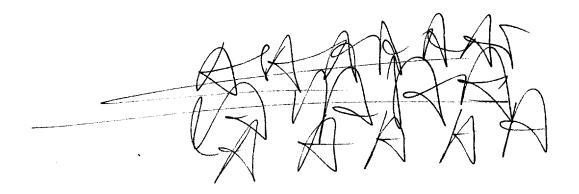
AOL BREAK: REALLY vague visual of junky things sitting around in ordered

array.

ADL SKETCH: See next

page.

AR SKUTCHS



2: light
airy
damp
musty
flat
enclosed
"underground" feel
closed up
small

AOL BREAK: Bear with me, folks, I keep trying to make this into an arms room.

2: flat
solid
quiet
leaning
short
thin
"lines"
"triangles"

SKETCH: see next page

Interim summary: Site seems to be some sort of room with regularly spaced, leaning, junky-looking things placed in an orderly array, as for storage. Importance of site is not readily apparent.

SMANNE SPACIAL

ADI ISMANIA

LUMBER STORAGE

LUMBER STORAGE

Importance of site to our purposes should become apparant. AOL A/S D AI ΕI T I **92:** place green pale green things safety danger serious place storage protection locked guarded equipment special intricate mechanical reserved "company property" small AOL BREAK: like a special kind of gadget. AOL BREAK: reminds me of a "qizmo" in an earlier session which I think was 8608 related. Importance of site to our purposes is apparant ADL A/8 S2: D ΑI ΕI T I person dark color soft material

"powder grey"

AOL BREAK: don't know if this is important, but this "dark powder grey, soft material" is EXACTLY the same impression present in the session with the "gizmo". It was the clothes of the person who was the target of the "gizmo". (Probably AOL drive.)

Stage 4 1/2: This person seems familiar. He appears to be somehow connected to this site, and to some particular "thing" which seems to be stored at this site. While relationship is not apparent, and concept does not bear out in structure so far, I get the impression that this man is here to get the "thing", but that he isn't supposed to have it, is not taking it legally, and doesn't seem to want it for himself. There does not seem to be a component of "sneaking" or "stealing", but seems instead that he has a perfect right to have the thing, and that his presence and actions go unquestioned.

BREAK 0921 RESUME 0930

AV: Overpowering AV of a fire extinguisher in a hotel banquet room exploding into fire and flames, engulfing the room and people in it. Cause of explosion was some form of "burning" which burned through a person and hit fire extinguisher.

Am giving up session as a total loss. Just can't seem to keep myself in structure or out of AOL today. Sorry.

#### SUMMARY:

Site is a structure which seems to be underground. Primary purpose of site seems to be for storage and protection of "things". Person arrives at site (Stage 4 1/2). This person seems familiar. He appears to be somehow connected to this site, and to some particular "thing" which seems to be stored at this site. While relationship is not apparent, and concept does not bear out in structure so far, I get the impression that this man is here to get the "thing", but that he isn't supposed to have it, is not taking it legally, and doesn't seem to want it for himself. There does not seem to be a component of "sneaking" or "stealing", but seems instead that he has a perfect right to have the thing, and that his presence and actions go unquestioned.

#### SELF-EVALUATION:

Had LOTS of trouble getting any data, and separating data from AOL. When data was perceived, it was in "packages", causing "too much" problem. Each time I took a break, I came back with AV's (couldn't RV when I was supposed to, couldn't stop when I wasn't). I would put some degree of certainty in the site descriptions given in the summary above, but have no faith at all in any of the other garbage on the last 8 pages.

# Approved For Release 2000/08/08: CIA-RDP96-00789R000100240015-9 REMOTE VIEWING SESSION DATA

Remote Viewe	,		
Interviewer	: N/A		
Observer(s)	:	•	
		- :	
Date	: 07/02/86	. 1	
Starting tim	ne : <u>072/</u> hours, local	SOLD	
Site #	: 8 <u>60</u> 8 #3	$\mathcal{O}$	
Site Acquisi	t.: ERV PRV ARV	BRV Other	
Working Mode	GT HEM	Other	
Feedback cla	ss: (A) B C		
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Ending time	**************************************	********	
Ending time  Notes	**************************************	********	
Ending time Notes Highest stage	**************************************	********	
Ending time  Notes  Highest stage  Evaluation	*******************  : 0930 hours, local  :	* * * * * * * * * * * * * * * * * * *	* 7
Ending time  Notes  Highest stage  Evaluation	**************************************	* * * * * * * * * * * * * * * * * * *	* 7
Ending time  Notes  Highest stage  Evaluation	*******************  : 0930 hours, local  :	* * * * * * * * * * * * * * * * * * *	* 7
Ending time  Notes  Highest stage  Evaluation	**************************************	* * * * * * * * * * * * * * * * * * *	**
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